

sketch_140311a | Processing 2.1.1

File Edit Sketch Tools Help

sketch_140311a

```
int[][] b = new int[4][4];
int pad=20, bs=100, len=pad*(b.length+1)+bs*b.length, score = 0, dead = 0;
void setup() {
  size(500,500); //size(len,len)
  restart();
  textFont(createFont("Courier",40));
}
void restart() {
  b = new int[4][4];
  score = dead = 0;
  noStroke();
  //spawning pieces
  b[0][0] = 2;
  b[1][1] = 1024;
}
void draw() {
  background(255);
  rectt(0,0,width,height,10,color(150));
  for(int j = 0 ; j < b.length; j++)
    for(int i = 0; i < b[j].length; i++) {
      float x = pad+(pad+bs)*i,y = pad+(pad+bs)*j;
      rectt(x,y, bs, bs, 5, color(200));
      if(b[j][i] > 0) {
        float p = log(b[j][i])/log(2);
        rectt(x,y,bs,bs,5,color(255-p*255/11,p*255/11,0));
        textt(""+b[j][i], x, y+22, bs, bs, color(0), 40, CENTER);
      }
    }
  textt("score: "+score,10,5,100,50,color(0),10, LEFT);
  if(dead > 0) {
    rectt(0,0,width,height,0,color(255,100)); //transparent rectangle
    textt("GameOver! Click to restart",0,height/2,width,50,color(0),30,CENTER);
    if(mousePressed) restart();
  }
}
```

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